

**IN THE CLAIMS:**

1. (Currently Amended) A game token dispensing apparatus comprising:

a game token dispensing unit including a storage member for storing game tokens  
for use with gaming machines;

a game token selector unit for releasing a game token from the storage member  
5 based on a user request;

a container dispensing unit for dispensing a first container to receive the game  
tokens including a container storage unit and a container separating unit for releasing the first  
container from the ~~storage member~~ container storage unit to a position to receive a released game  
token;

10 a first sensor unit for sensing the number of game tokens released;

a second sensor unit for sensing the first container at the position to receive a  
released game token;

a first control means for receiving an output from the first sensor unit and  
comparing it with a predetermined value representative of a desired capacity of the first container  
15 to hold game tokens and receiving an output from the second sensor unit to determine the  
existence of the container at the position to receive a released game token to enable the game  
token selector unit to release game tokens;

a second control means for stopping the dispensing of the game tokens when a  
predetermined value representative of the desired capacity is reached and compares the  
20 predetermined value with the total number of game tokens requested, when the total number

game tokens are greater than the predetermined value and the second sensor unit indicates the first container is removed from the position to received released game tokens;

a third control means for automatically activating the container separating unit to release a second container when the second sensor unit senses the second container; [[and]]

25 a fourth control means for activating the game token selector unit to continue to release game tokens under the monitoring of the first sensor unit;

and a housing unit storing the game token dispensing unit, the game token selector unit, the container dispensing unit, the first sensor unit, the second sensor unit, the first control means, and the second control means, the housing unit including a portion defining an  
30 opening allowing a user to access the first container when the first container is released from the container storage unit.

2. (Currently Amended) The game token dispensing apparatus of Claim 1 further including operator control unit for inputting an amount of game tokens to be dispensed and a displaying unit for displaying the status of game tokens in each container.

3. (Currently Amended) The game token dispensing apparatus of Claim 2 further including a coin receiving unit and a banknote receiving unit for inputting a monetary value in return for the amount of game tokens to be dispensed.

4. (Currently Amended) A game token dispensing device comprising:

a container dispensing unit which dispenses a first container for receiving game tokens for use with gaming machines, the container dispensing unit including a container storage unit storing the first container and a second container in a nested manner wherein the second  
5 container is stored within a portion of the first container that receives the game tokens, the

container dispensing unit further including a container separating unit for releasing the first container from the container storage unit to a dispensing section based on a dispensing signal;

a game token dispensing unit which dispenses the game tokens to the first container located at the dispensing section;

10 an amount detecting unit which detects the amount of game tokens dispensed into the first container;

an overflow preventing unit which outputs a removing signal for removing the first container which is located at the dispensing section and a stopping signal for stopping the dispensing of game tokens by the dispensing unit, when the amount detecting unit detects a first  
15 predetermined amount of game tokens dispensed into the first container;

a container detecting unit which detects the first container located at the dispensing section; [[and]]

a remaining amount dispensing means for automatically enabling the game token dispensing unit and the container dispensing unit, based on a no-container signal from the  
20 container detecting unit, to dispense [[a]] the second container to the dispensing section and to dispense a second predetermined amount of game tokens into the second container;

and a housing unit storing the container dispensing unit, the game token dispensing unit, the amount detecting unit, the overflow preventing unit, the container detecting unit, and the remaining amount dispensing means, the housing unit including a portion defining  
25 an opening allowing a user to access the first container when the first container is released from the container storage unit and is located on the dispensing section.

5. (Currently Amended) The game token dispensing device of Claim 4,  
further includes a displaying unit for providing indicia indicating removal of the  
container based on the removing signal.

6. (Currently Amended) The game token dispensing device of Claim 4, where  
the amount detecting unit is a counter which counts game tokens dispensed from  
the game token dispensing unit.

7. (Currently Amended) A game token dispensing apparatus comprising:  
a game token dispensing unit for releasing game tokens along a sliding  
horizontally inclined path for use with a gaming machine including a storage member for storing  
game tokens;

5 an operator control panel for a user to designate a number of game tokens to be  
released as a dispensing signal;

a dispensing section with a stationary platform and an exit opening on one side, the  
dispensing section having a container sensor unit;

a container dispensing unit for dispensing a container to the stationary platform to  
10 receive the game tokens including a container storage unit for supporting a stack of containers  
above the stationary platform, the stack of containers including a first container and a second  
container stored in a nested manner such that the second container is stored within a portion of  
the first container that receives the game tokens, the container dispensing unit further including  
and a container separating unit for vertically releasing an individual container and allowing the  
15 individual container to drop downwards by gravity from the container storage unit to the dispensing  
section to receive a released game token;

an amount detecting unit for sensing the amount of game tokens released to the container on the stationary platform at the dispensing section along the sliding horizontal inclined path;

20 an overflow preventing unit including a display visible to a user to output a removing signal for removing the container which is located at the dispensing section and a stopping signal for the game token dispensing unit, when the amount detecting unit detects a predetermined amount of game tokens in the container; and

a first control means for receiving an output from the amount detecting unit and  
25 comparing it with the predetermined amount representative of a capacity of the container to hold game tokens and receiving an output from the container sensor unit to determine the existence of a container at the dispensing section to receive a released game token to enable the game token dispensing unit to release game tokens;

a second control means for stopping the dispensing of the game tokens when a  
30 predetermined value representative of the container capacity is reached, and for driving the display to output the removing signal to the user, and for comparing the predetermined value with the total number of game tokens requested, when the total number of game tokens are greater than the predetermined value and the container sensor unit indicates the ~~initial~~ first container is removed from the dispensing section;

35 a third control means for automatically activating the container separating unit to release ~~[[a]]~~ the second container and when the container sensor unit senses the second container, the third control means activates the game token dispensing unit to continue to release game tokens under the monitoring of the amount detecting unit until the designated number of game tokens are released to the user; and

40           a housing unit storing the game token dispensing, the operator control panel, the container dispensing unit, the amount detecting unit, the overflow preventing unit, the first control means, the second control means, and the third control means, the housing unit including a portion defining the exit opening configuration of the dispensing section thereby enabling a user's hand to access the dispensing section to retrieve the first container.

8.       (Currently Amended) The game token dispensing apparatus of Claim 7 further including a coin receiving unit and a banknote receiving unit for inputting monetary value in return for the amount of game tokens to be dispensed.

9.       (Currently Amended) [[A]] The game token dispensing apparatus of Claim 7 further including a means for monitoring a predetermined time period in which a container is at the dispensing section after a removing container signal is displayed and for displaying an error signal when the predetermined time period is exceeded.

10. - 11.       (Cancelled)

12.       (Currently Amended) A game token dispensing system having a container dispensing unit for providing a container at a dispensing section to receive [[the]] dispensed game tokens for use with a gaming machine, comprising:

5           a control panel for entering a designated number of game tokens by a user to be released;

          means for positioning a first container having a capacity to store a predetermined number of game tokens at the dispensing section by dropping the first container from the container dispensing unit to the dispensing section;

means for monitoring when a first container is positioned at the dispensing  
10 section;

a game token releasing unit for releasing game tokens stored in the game token  
dispensing apparatus;

means for comparing the user entered designated number of game tokens with the  
predetermined storage capacity number of game tokens of the first container at the dispensing  
15 section, and when the entered designated number of game tokens to be dispensed is greater than  
the predetermined storage capacity only releasing the predetermined storage capacity number of  
game tokens from the game token releasing unit;

a displaying unit for displaying information to the user on the game token  
dispensing apparatus;

20 means for displaying indicia on the displaying unit to remove the first container  
with the dispensed game tokens;

means for displaying an error signal after a predetermined time period if the first  
container with the dispensed game tokens is not removed;

means for sensing when the first container is removed from the dispensing section  
25 and releasing a second container to drop from the container dispensing unit to the displaying  
section when the entered designated number of game tokens has not been completely released;  
and

means for determining if the remaining number of game tokens that are to be  
dispensed are equal to the predetermined capacity number of game tokens of the second  
30 container and releasing the lesser of the remaining number of game tokens to be released and the  
predetermined capacity number of game tokens to the second container.